Meeting Agenda

Date: 2016-05-20

Facilitator: Marcus

Participants: Johannes, Marcus, Alex & Oscar

1. Objectives (5 min). Resolve any issues preventing the team to continue.

Johannes is experiencing issues with writing tests. What should we test?

2. Reports (15 min) from previous meeting

All the discussion items from the last meeting has been taken care of.

3. Discussion items (35 min)

* Tests, we are running out of time.
* Implementation of boss and rest of the game logic

4. Outcomes and assignments (5 min)

* Adding the last features to the game
* Optimizing the code

5. Wrap up

Next meeting: Tuesday 24/5 around 13:00